

Dreamer's introduction

In 1977, a seven-year-old boy plopped on his couch, about to watch the New York Rangers vs. Montreal Canadiens hockey game on TV with his father. Instead, destiny stepped in and changed his life forever - the game was blacked out. Determined to salvage the next few hours, he asked his dad if he could set up his favorite video console, Pong. The TV was moved and the wires were replaced. But just as the channel was about to be changed, WWOR Channel 9 NY came on and began to air wrestling from Madison Square Garden. Needless to say, the channel wasn't changed, but history was -forever.

I admit it's a bit melodramatic, but the story is true; that little boy was me. From that moment on I was hooked on wrestling. And so began my longing to unite wrestling and video games together. I remember banging on my video console while watching Bob Backlund fight Bulldog Brower. I even began turning the knobs on the controller to simulate the action on TV.

The video game systems I owned changed over the years: *Atari 2600*, *Intellivision*, *Atari 5200*, *Colecovision*, *Genesis*, *Nintendo*, *Super Nintendo*, *PlayStation*, *Nintendo 64* and finally *Dreamcast*. The only thing that remained constant was wrestling. It progressed and improved with technology and adapted to each system. I bought every wrestling game there ever was so I could take my skills to the mat and fulfill my childhood dream.

When people asked me, "What do you want to be when you get older?" my response was always "wrestler." All throughout my life, my friends and I would spend hours playing video games, having tournaments, trash talking, throwing and breaking controllers, blowing off dates with girlfriends (how pathetic), and even placing friendly wagers on the games.

I have been a gamer for nearly twenty-three years. I've reached my goal of being a professional wrestler, but I never dreamed I would actually be a character in a video game until Acclaim made it possible. If you want to know about the career path of Tommy Dreamer, you can buy my book (not written) or get the dirt from a popular tabloid magazine when I win political office. Isn't that what wrestlers do now-a-days? But you bought this Strategy Guide to learn how to execute moves, unlock hidden characters and reveal secret codes. It's funny; the age-old saying "Cheaters never win" is completely false when applied to video games. The new saying should be, "Only

cheaters learn how to get to the next level," or "Cheaters learn how to absorb punishment, never die and get large heads."

I bet you didn't know the E.C.W. locker room was full of gamers! Many wrestlers bring their systems on the road to pass the time. Inside story: One day, on a Florida tour, we were all given suites at a hotel after the show. Often times you hear about wild parties, and this one was no different. There was food, beer and video games - not a woman in sight. There were about fifteen wrestlers including Nova, Balls Mahoney, the Original Gangsta New Jack, and myself. (New Jack is a huge gamer, probably bigger than me. Sorry Jack, had to expose you for kicking my ass in football that night!)

But seriously, just as we, the wrestlers, take pride in our wrestling, we take pride in anything that has the E.C.W. label on it. That means we are proud of **ECW: Hardcore Revolution**. **ECW: Hardcore Revolution** is very special to me because all the wrestlers had input concerning their appearance.

Just as Acclaim has always been the leader in setting the standard in wrestling video games, E.C.W. has changed wrestling forever. Now **ECW: Hardcore Revolution** will take over your life just as it has taken over mine. (Reader's note: Don't blow off dates with girlfriends - it will cost you!)

I want to express my gratitude to Acclaim and the entire staff for treating all the wrestlers associated with this game like superstars - especially Mike Archer who has been my friend for many years and never let up on this project and is responsible for uniting E.C.W. with Acclaim. As for my parents, thank-you for always supporting me and buying me so many game systems and games. Thanks to my friends for making me a video game freak. And I'd like to thank the E.C.W. wrestlers for being the hardest workers in the business and for helping me when I need it. Lastly, I want to thank wrestling; for without you, there would be no me.

Tommy Dreamer